

OUTLAW VOLLEYBALL

NOTHING IS OUT OF BOUNDS

TIPS & TRICKS

- 1 SUPER ACTION**
Hold the R Trigger FIRST, THEN hit A or X to get a super-serve or a super-spike.
- 2 SWITCH PARTNERS**
Switch character control on the court to have total control over your team. Hit the L Trigger.
- 3 TEAM STRATEGY**
The closer you are to the net when you hit, the harder it is for your opponents to block or return. Remember this when setting to your teammates.
- 4 QUICK RETURNS CAN HELP YOU SCORE**
Keep your opponents on their toes by mixing it up. For a quick return, press the X Button on your first or second hit so they don't expect a spike every third hit.
- 5 TURBO**
Get to the ball faster by holding down the R Trigger.
- 6 ADVANCE PLAY**
The game is more exciting when the aimers are turned off. It keeps your opponents guessing where the ball is going to go next. Toggle aimers on and off in the Options Menu.



HYPNOTIX

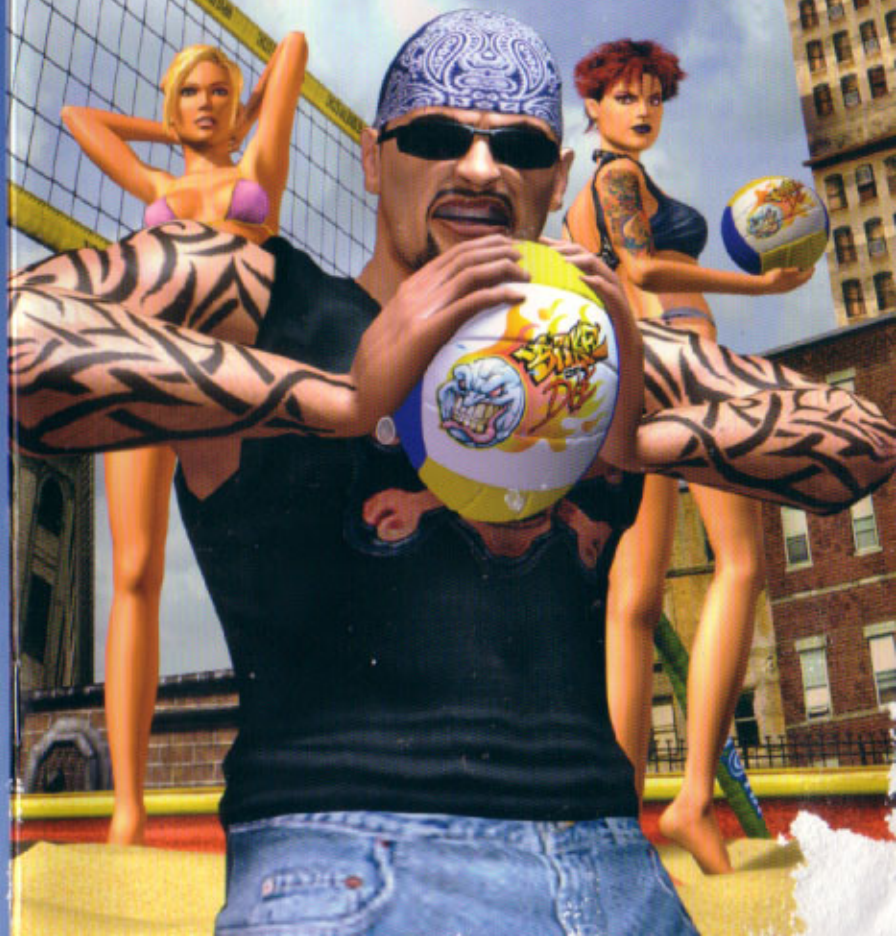


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XBOX

LIVE ONLINE ENABLED

OUTLAW VOLLEYBALL



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Outlaw Volleyball** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **Outlaw Volleyball**.

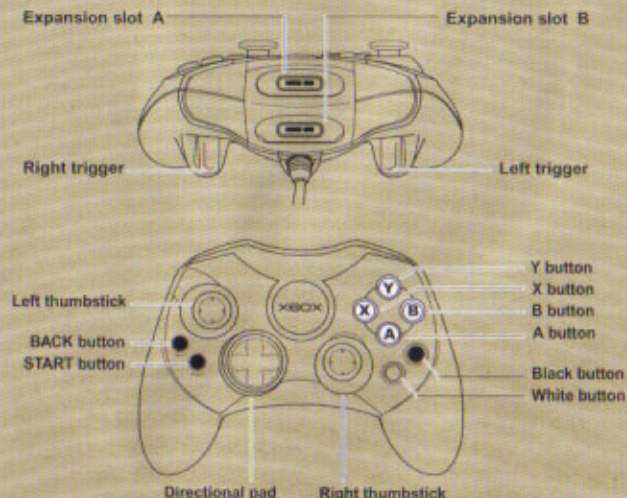


AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **Outlaw Volleyball**.

CONNECT TO XBOX LIVE!

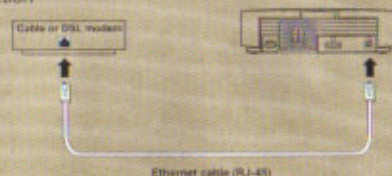
Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings.

Step 1: Connect

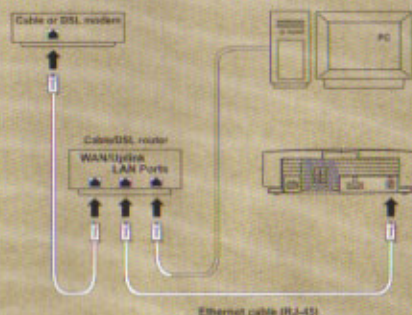
To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B.

For more details and other home networking options, including Internet connection sharing, see www.xbox.com/live.

A. Direct Connection



B. Shared Connection



Step 2: Go Live

Important! Xbox Live is a subscription service. You will need a subscription code to set up an Xbox Live account and play online. To find out how to get a subscription code, visit your local retailer or see www.xbox.com/live.

You'll need to set up an Xbox Live account to play games online. Here's how:

1. Insert an Xbox Live Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox Live play.
2. From within the game, select the option for Xbox Live.

At this point, the Xbox console will try to go online. If it works, create your Xbox Live account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

Step 3: Configure (if necessary)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

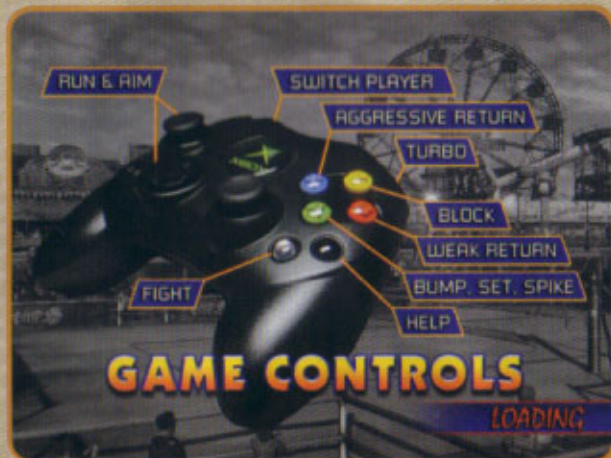
Need more help?

Should you have any problems connecting to the Xbox Live service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire and will also void our warranty. For additional assistance see www.xbox.com/live or call the Customer Support number:

- United States and Canada: 1-800-4MY-XBOX (1-800-469-9269)
- TTY users (requires special equipment for hard of hearing):
United States and Canada: 1-866-740-9269 or 1-425-635-7102.

GAME CONTROLS

These screens will appear during Loading along with other tips and tricks.



OFFENSE

A Button

Bump/Set/Spike

B Button

Bumps or Dinks the ball over the net—Weak Return.

X Button

Aggressive Return

White Button

Starts a Fight. Must initiate before a serve.

R Trigger

Turbo

R Trigger + A

Super Serve/Super Spike

**L Thumbstick or D-Pad
Start**

Move your character around.
Enter Pause Mode.

DEFENSE

Y Button

Block

White Button

Starts a Fight. Must initiate before a serve.

R Trigger

Turbo

L Trigger

Switch which character you control.

**L Thumbstick or D-Pad
Start**

Move your character around.
Enter Pause Mode.

FIGHTING

B Button

Punch

A Button

Kick

X Button

Block

R Trigger + Y

Special Move

**L Thumbstick or D-Pad
Black Button**

Move your character around.
Help

REPLAYS

A Button

Cycle through targets for camera (ball, player 1, player 2, etc.)

X Button

Rewind to beginning of the replay.

Y Button

Fast forward to end of the replay.

R Thumbstick

Zoom in and out on the target.

L Thumbstick

Rotate and raise or lower camera around the target.

R Trigger

Shuttle forward (depress trigger fully for fast, let out for slower speeds).

L Trigger

Shuttle backward (depress trigger fully for fast, let out for slower speeds).

D-Pad

Watch Replay in real-time—Right plays forward, Left plays reverse.

Start

Enter Pause Mode.

Black Button

Help

MENUS

A/START Buttons

Select/Accept

B/BACK Buttons

Cancel/Back

X Button

Bio and Zoom In modes during Character Select.

Black Button

Help

LOADING AND SAVING GAMES

To begin, players must create a profile or load a saved profile.

CREATING GAMES

- To create a new profile, use the on-screen keyboard to name the profile.
- Pull the Left Trigger to shift the on-screen keyboard for uppercase letters/symbols.
- Use the D-Pad or Left Thumbstick to move the cursor.
- Press the A Button to enter a chosen letter and select Done to finish.

LOADING GAMES

- To load a game, select Load from the Menu and select a location from which to load a saved game. This location is now the default location and all auto-saves will go here. Note that loading a game while another is loaded will erase all current progress unless that profile has been saved.

SAVING GAMES

- Choose where to save your game. You can select from the Xbox hard disk and any available memory unit. Select the device on which you wish to save your profile, then press A and confirm your action if necessary.

Note: *Outlaw Volleyball* saves automatically at various points, but you can save your current Tour whenever you choose by returning to the Sign-In Menu. If you choose to save manually, pick a Memory Unit or the hard disk and save your game. This location is now the default location and all auto-saves for this profile will go here.

COPYING GAME FILES

Load a game and use the Sign-In screen to save the game to a new location. You can also use the Memory Setting in the Xbox Dashboard™ to copy a saved game from the Xbox hard disk to a memory card or vice-versa.

GENERAL VOLLEYBALL RULES

The main goal in volleyball is to avoid having the ball hit the ground on your side of the net. You want to hit the ball over the net in such a way that it will land on the ground of the opposing team. At the same time you want to prevent it from landing on your own side. Once the ball is in play, it's called a "volley." A volley continues until the ball touches the ground or lands out of bounds.

- Each team gets up to three hits to get the ball over the net.
- The same player cannot hit the ball twice in a row, except in certain situations—after a block or if it hits the player and bounces off the net. The next contact must be immediate.
- After a serve, the opponent may not block or spike on the first hit.
- The ball is out of bounds if it crosses the net outside of the red and white antenna extending upward at either side of the net.

ADVANCED CONTROLS

Remember that if you press the button to hit the ball **SLIGHTLY BEFORE** the ball gets to your player, you will hit the ball with more control. Ideally, you want to be **UNDER THE BALL** so you have maximum control of any bump, set, or spike. This is even more important as your players improve and advance in their class.

Tip: Always try to keep your players positioned across the court to keep as much of the playing area covered as possible.

TWO SCORING MODES

- **Rally** Every time the ball hits the ground someone scores, no matter who has the serve. The team that scores the point gets control of the next serve.
- **Side Out** A team can only score a point if they served the ball.

SWITCHING SERVES

A player will continue to serve the ball until the other team scores a point or wins the volley. Teammates take turns serving only after control of the serve switches to the opposing team then back to their team.

GAME MODES

NO SHOES. NO SHIRTS. NO MERCY.

EXHIBITION

Designed for casual play and multiplayer games. All unlocked characters and courts are accessible—unlock others by completing Tour events. See p. 22 for Exhibition modes of play.

RANDOM PLAY

Want to jump in and just start playing? In Random Play the game automatically picks 4 characters. Choose your own court and game options and get going right away.

TOUR

Consists of 50 events divided among 10 courts. Only 3 courts and 4 characters are unlocked initially. Completion of these Tour events lets the player unlock more courts, events, characters, outfits, and drills. See p. 24.

DRILLS

Drills gives you practice in the finer points of play and are necessary to build up character skills. This lets you get better partners and thus win Tour events, as well as unlock stuff. See p. 25 for Drills.

XBOX LIVE

Head to head competition supported on Xbox *Live*. Play with up to 4 people on 2 Xboxes. See p. 27.

TUTORIALS

Features a movie style tutorial system to learn more about:

- Blocking
- Fighting
- Serves
- Turbo
- Volleys
- Basic Rules

GAME INTERFACE

TEAM INTERFACE

Indicates team characters, who is controlling them, and their Momentum level.

MOMENTUM METER

Yellow bar behind teammate name

SERVE INDICATOR

Shows which team currently has the serve

SCORE



FIGHT TOKENS

Indicates how many times a team may start a fight. See p. XX for Fighting.

MATCH INDICATOR

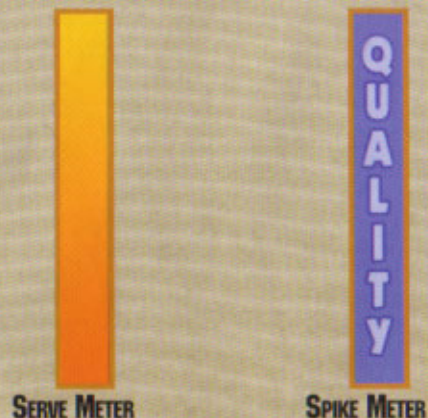
Displays how many games necessary to win the match and how many already won.

TEAM TIMER

PLAYING THE GAME

POWER METERS

Meters appear to indicate the power of a serve or the quality of a spike.



When serving or spiking the ball, a Serve Meter or a Spike Meter will appear to indicate how good the hit will be. Press and hold the A Button to quickly fill the meter. Once it reaches the top, the meter begins to empty just as quickly. As always, timing is everything. Try to release the button when the Meter is filled to get the best quality spike or most powerful serve possible by that character.

Note: The power of your serve and quality of your spike are directly linked to the character's attributes. See p. 26.

TEAM AIMER

This target appears on the other side of the court when the player is preparing to spike or serve the ball. Move this target around the court to aim where the ball will go when hit.

Note: Toggle this target On/Off in the Options Menu.



DESTINATION TARGET

This target appears once a ball has been hit to indicate where the ball will land.



TURBO METER

Pull and hold the R Trigger half-way to see the Turbo Meter above each character's head. This Meter indicates how much power each character has for super spikes, super serves and quicker running. Turbo regenerates itself over time.

MOMENTUM

The amount of Momentum determines how quickly a character's Turbo Meter regenerates. Score points and win fights to gain Momentum. Miss shots and lose fights and you will lose Momentum. Momentum is indicated by the yellow bar behind the teammate's name.

FIGHTING

DON'T JUST BEAT YOUR OPOONENTS, BEAT THEM SENSELESS

If you're not winning by playing better than the opposing team, take a page from Killer Miller's mom's book, "If you can't beat 'em, kill 'em."

Teams earn Fight Tokens after winning a long volley or making an Ace. With tokens, you can challenge one of the opposing teammates to a fight. Characters can punch, kick, block and use special moves to knock out the other player. However, use the special move shrewdly as there is a 15 second delay before you can use it again.

Note: Character attributes affect fighting—characters with more Power will hit harder, and those with more Speed will move faster. See p. 26 for more information on character attributes.

The winner of the fight gets to "steal" Momentum from the loser, enough to completely fill up the victor's Momentum meter.

MOMENTUM

Displays the amount that is at risk for the fight.

HEALTH BAR

When health is gone, the fight is over.



TIME LIMIT

THE CHARACTERS

TRAILER TRASH MEETS BIKINI BEACH

Leon is a badass former all-pro who's had his bad-ass kicked out of every other professional sports league. He's a born competitor who hates to lose.

Lizzy is the trashiest of the Euro-trash and damn proud of it. The only thing she loves more than volleyball is doing it in the backseat of her Morris.

The only thing **El Suave** loves more than beautiful women is his beautiful self. When he steps onto the volleyball court, even the sand swoons.

Shawnee is arguably the best Native American volleyball player in the country today, right behind Dances With Volleyball and Sitting Spike.

Mac Daddy extraordinaire, **Ice Trey** can bust a rhyme and a spike at the same time. His game is off da hezzy fo sheezy...or something like that.

Doe Joe is an expert volleyball player and a black belt in karaoke. When he's not busy crooning like his idol, Elvis, he's doing something else.

More than just another pretty face, **Summer's** got a nice ass, a great rack and killer thighs. And she's not too bad at volleyball either.

Country Clem loves to bump, set and spike, but hates to shower. When this down-home boy's not playing offensively, he's just plain offensive.

Donna Maroni's the pride of Queens, NY, which just goes to show how little pride Queens has left. She's a serious trash talker, who's also got game.

Chica Chavez boasts that she's 100% Puerto Rican and 200% attitude. Okay, so she may suck at math, but she's awesome on the volleyball court.

For **Natasha** the cold war may be over, but on the volleyball court, communism still rules. She may seem a bit cold, but that's only because she is.

Harley is a motorcycle mama who likes to kick her opponents asses, as well as her friends, family and, frankly, anyone who even looks at her funny.

Harvest believes in a philosophy of "live and let live," but she also believes in beating the crap out of her opponents. She spikes hard and saves whales.

The scariest dude to ever step onto a volleyball court, **Killer Miller** violates parole every time he assaults the ball. He's proof the system sucks.

Nikki Steele is living proof that rock and roll never dies and big hair's coming back. He's happiest when he's jammin', slammin', and glammin'.

When he's not totally 'faced, **Scrummy** is a holy terror on the volleyball court. He's fast as lightning and stronger than a shuggly wench in heat.

SELECT CHARACTERS

THE BALL ISN'T THE ONLY THING THAT BOUNCES

- Use the Thumbstick or D-Pad to cycle through the character wheels and the A Button to select characters.
- Use the R/L Triggers to change costumes.
- Use the D Pad to select a color.
- Hit X to get more information on a character.
- Use the L and R Thumbsticks to zoom and rotate character.

Characters have ratings in 4 performance attributes—**Speed, Power, Offense and Defense.**

Once you build up your character's different attributes, they can be used in all modes of gameplay and on Xbox™ Live. For info on how to build up attributes, see Drills, p. 25.



FIRST TEAM



The 16 characters in the game are divided into 4 separate classes: **Dookies, Chumps, Bangers and All-Stars.** At the start of a TOUR the player can pick any 2 of 4 available characters (all in the Dookie class) to form an initial team. As the player progresses through the Tour, formerly locked characters become available. Leon and Lizzy, who are both Dookie class players are shown above.

Lower-ranked characters cannot choose a partner from a higher class and must work their way up to improve their team. Higher-ranked characters can partner with anyone their class or lower. Use the Drills (p. 25) to increase a character's skills and class. Once a character has reached a higher class, others from that class will now partner with them.

For example, if the player raises Lizzy to the Chump class, other Chump characters like Ice Trey become available as partners.

DUMPING PARTNERS

In order to free up a spot for Ice Trey, Lizzy has to dump her partner Leon. Sorry Leon, but a girl's gotta do what a girl's gotta do. Dump a partner by hitting the Y Button. Reverse the Dumping by hitting Y again.

THE COURTS

NOT JUST ANOTHER DAY AT THE BEACH



Tar Beach, The Bronx, NY

Beach volleyball in the Boogie Down. Bikini babes, baking sun and noxious tar fumes create the perfect atmosphere for an urban assault.

The Big House, Joliet, IL

It's lockdown in an all women's prison—talk about a captive audience! The beach moves behind bars as the Outlaws battle each other in "familiar territory."

Colon Avenue, Staten Island, NY

Barbecue grills, backyard pools, and a handful of ex-cons in thongs. There goes the neighborhood!

Stinky Falls, Newark, NJ

Strange sounds emanate from below the sticky streets of Newark. Is the sewer home to hordes of mutated life forms? Nah...it's just a "friendly" game of volleyball echoing through the pipes.

Coney Island, Brooklyn, NY

Grab a hot dog, take a walk on the boardwalk—and get a tattoo. The action moves to the beaches of Coney amongst the freak shows and vagrants. Keep an eye on the ball (and your wallet).

Third Rail Junction, Queens, NY

Giving new meaning to the words "railroad spike," Third Rail Junction is dark, dangerous and an ideal place for an Outlaw and his or her volleyball. Just try not to chase a ball out of bounds...that's the 5:15 from Flushing rolling over the backcourt!

The Ice Box, Antarctica

Men and women in bathing suits playing volleyball on the frozen tundra...does it get any better? This is what happens when you're kicked out of the Polar Bear Club for being "truly insane."

The Bone Yard, Salem, MA

Rest in peace and grab a plot—you're at the first-ever volleyball tournament on sacred ground.

Jungle Fever, Somewhere in Peru

Don't worry folks, no trees were killed or animals harmed when clearing these few hundred acres of land. The locals did a "rainforest transplant." (Yeah, and if you believe that we've got a bridge you might be interested in!)

Casa De Guapo, Fundijo Canyon, Mexico

Lick the salt, drink the tequila, bite the lime... and chase it all down with a shot of volleyball. Montezuma's not the only one seeking revenge!

EXHIBITION WITH 3 MODES OF PLAY

NOTHING IS OUT OF BOUNDS

- Choose from the available courts by pressing A. Unlock courts in Tour Mode.
- Use the D-Pad or Left Thumbstick to alter the various settings.
- 3 modes of play—Classic, Hot Potato and Casino

CLASSIC

Goal
Win Conditions
Description

Reach the selected point total to win.
Score more points than the other team.
Standard rules most people associate with volleyball.

HOT POTATO

Goal
Win Conditions
Description

Keep the ball on the other team's side.
Score more points than the other team.
A timer is counting down on-screen. When it goes off, the ball explodes and a point is awarded. The side where the ball explodes loses the point. If the ball hits the ground or goes out of bounds, the ball explodes immediately and the point is awarded using regular rules. If the ball is in the middle, the point is awarded to the offense.

CASINO

Goal
Win Conditions
Description

Win more money than your opponents.
The team with the most money wins.
Every volley has a pot, worth \$1 at the start of the volley. The longer the volley lasts, the greater the pot becomes. The maximum amount is \$5.

OTHER EXHIBITION GAME SETTINGS

Scoring style

Choose whether only the serving team can score (Side Out Rules) or whether a point is awarded at the end of every volley (Rally Rules).

Points to Win

Choose whether teams must win by 2 points.

Best of

Choose number of games in series: best of 1, 3, 5 or 7.

Difficulty

Choose the skill levels for the characters.

Game Timer

Choose how long the game will last.

Team Timers

Choose a time for each team.

When it reaches 0, they lose.

Time Bombs

Every point drops a time bomb at the point of impact. When it blows, try to be nowhere near it.



TOUR MODE

SHUT UP AND SPIKE

Play through Tour Mode and get in peak performance condition. Then you'll be ready to take on the best in Multiplayer action and go head-to-head online over Xbox Live.

You start off with four available characters—Leon, Lizzy, El Suave and Shawnee, who are all in the Dookie class. This is the lowest class of player and you really have some work to do. You must advance through the events—winning each to unlock the next. By practicing the Drills you can build up your character's attributes and skill level, so they can take on harder competition and events.

Initially, the available courts are Tar Beach, The Big House and Colon Ave. on Staten Island. Each Court has 5 events although you must win the first event to open others. As you progress through the 50 events, other characters, drills and costumes are unlocked, providing more challenges, possibilities and entertainment.

Anything you unlock in Tour Mode is available for you to play on Xbox Live, in Exhibition Mode and in Random Play. So get going—the competition's getting stiffer every day.

SCORECARD TOUR AND EXHIBITION MODE

The Scorecard displays after every game to indicate the scores and how many games won in the series.

- Press X to see Stats, including number of blocks, kills, aces, saves and errors made per player for each game.
- Press X again to see the stat totals from all the games
- Press A to continue on with the series and play another game.

SUSPEND—TOUR MODE ONLY

In Scorecard, pressing Y allows you to suspend the Tour event and save your progress. When you join the Tour again you will continue from where you left off.

DRILLS

FIGHT FOR EVERY POINT. SCORE WITH EVERY BABE.

Lucky for you, these aren't the same old drills from gym class, unless you used to improve your accuracy by aiming at the spectators.

Drills are necessary to build up the characters skills and class. That's how you get better partners so you can win events and unlock stuff.

You start off with 5 Drills that cover volleyball skills including spiking, serving, bumping and blocking. As you play through Tour Mode, and successfully win events, more challenging drills are unlocked to help you ramp up your skill level.

When a drill is completed successfully, the earned skill points can be applied to a character.

CHARACTER-DRILLS

SHAWNEE

Home: Reno, NV
Age: 21

CLASS

D

DOOKIE

SPEED

POWER

OFFENSE

DEFENSE



Spike-O-Rama

Take Spike

Spike 'em if You Got 'em

So Spiketacular

O **Spectator Invaders**

When Fans Attack

The Fan Club

Fantastic Fantasy

Can You Dig It?

Magically Delicious

Bubbles Fiesta

Knockout at least 14 pesky spectators before any of them cross the net.

BACK
PICK EVENT
ACCEPT

Each character must be drilled separately, although characters that you unlock in Tour mode start in higher classes. A character that starts at a higher class will receive less points per drill than someone from a lower class, but in the end, every character can be maxed out by completing all the drills.

After successfully completing a drill, you will be able to put points towards any or all of the 4 attributes.

Speed—How fast a character moves

Power—How hard a character hits the ball

Offense—Overall offensive abilities

Defense—Overall defensive abilities

Remember that although each character can be “maxed out” in the four categories, different characters have different maximums. Thus, a fast character who is maxed out will be faster than a slow character who is maxed out. Try to select partners who complement each other.



PLAY XBOX LIVE!

IS YOUR PARTNER NOT PERFORMING?

Outlaw Volleyball supports head to head competition through the Xbox™ Live network. You can connect 2 Xboxes and up to 2 people can play on each. Please register for an Xbox Live account before using this feature. See p. 4.

Once you have your Xbox Live account activated, choose Xbox Live from the Select Mode Screen. At the Sign In screen press START and select your username and password to enter the Xbox Live Menu.

- OptiMatch allows you to specify search options, giving you a list of games that meet your preferences, such as Courts, Scoring style, Difficulty, etc.
- Quick Match is the fastest way to challenge an opponent. Play now—ask questions later.
- Create Match allows you to decide exactly what kind of game you want to play by hosting a game with your preferred settings.
- Online Options allows you to add friends to your friend list and view players recently played with. Mask your voice or hide from other players by selecting Appear Offline in the Menu.
- Ranking lets you browse the online leaderboard to see how you measure up against other players.
- Downloads will download the latest **Outlaw Volleyball** content like new characters and new courts
- Sign Out to log off the Xbox Live network.

SOUNDTRACKS

THIS AIN'T YOUR DADDY'S ELEVATOR MUSIC

You can copy tracks from audio CDs using the Xbox video game system. Then you can arrange these tracks into soundtracks and play them from the Xbox video game system without inserting the original CD audio disc. You can play your soundtracks while playing Xbox games.

To Copy Tracks

1. Play an audio CD.
2. Select Back from the music player.
3. Select Copy to display tracks.
4. Select tracks you want to copy. You can select one track, multiple tracks, or all tracks.
5. Select Copy to begin copying the tracks.
6. Select an existing soundtrack, or create a new soundtrack to store the copied tracks. If you Create a new soundtrack, enter a name using the virtual keyboard.

To Play Soundtracks

1. Turn on the Xbox console with no disc in the disc tray.
2. Select Music, and then select a soundtrack rather than Audio CD.
3. Select Play to begin playing.

OPTIONS

MAIN MENU OPTIONS

Access the Options screen from the Main Menu to find overall game controls and the Credits.

AUDIO SETTINGS Adjust the volume for music and sounds.

GAME OPTIONS Adjust the following options that give you control over your game.

- Vibration Play with the controller vibration On/Off.
- Reactions Turn Player Reactions On/Off.
- Fighting Turn Fighting On/Off.

CREDITS The fine folks who brought you this game.

PLAY LIST This option allows you to choose which songs are heard during gameplay. You can edit the song list that comes with the game, as well as add your own. See p. 28

IN-GAME OPTIONS

Press START during the game to access the In-game Options screen. These options include the following:

AUDIO SETTINGS

- **Music** Adjust the volume or turn On/Off.
- **Sound Effects** Adjust the volume or turn On/Off.
- **Announcer** Adjust the announcer's volume or turn him On/Off.
- **Characters** Adjust the volume of the team during gameplay and reactions.
- **Ambience** Adjust the volume of background sounds or turn On/Off.
- **Shuffle** Choose whether the Soundtrack plays in order or randomly.
- **Track Number** Indicates title of track playing. Lets you change the track.

GAME OPTIONS Lets you adjust the following factors that affect how you play the game.

- **Vibrations** Turn Vibration On/Off.
- **Reactions** Turn Player Reactions On/Off.
- **Fighting** Turn Fighting On/Off.
- **Camera Views** Choose the camera's default view.
- **CPU Help** Determines whether the Computer controls your teammate. With this option Off, you must control both characters on a team. Note: Switch which character you control by using the Left Trigger.
- **Team Aimers** Turns On/Off both teams' icons which shows where the volleyball is aimed.

ASSIGN CONTROLLERS Allows you to choose which controller will control which character, or assign a player to the CPU.

QUIT



CREDITS

CREATED BY HYPNOTIX INC.

Executive Producer	Mike Taramykin
Producer	Mike Cayado
Assistant Producer	Stuart E. Zissu
Programming	Thomas Kirchner Charles Roberts Andrew Grabish Nicholas N. Pakidko Jeff Cameron Kahn Jekarl Lasse Faabeng Joshua Hunter
Additional Programming	Joe Mayer Chris Bond Frank Force
3D Artists	John Philip Sousa Jake Helms Twen Samuel Kwok Donny Hamilton Rich Diamant Brandon Yanez Keith Murray Jim Sinerco Steve Olsen
3D Animators	Mike Yosh Steve Rivera Pete Devlin Jason Vaughn Paul Diaz

2D Artists

Murad Ainuddin
Adam Hreha
John Gaertner
Jason Shenkman
John Trumbull

Additional Art

Nick Laing
Sue McLaughlin
Joe Miller

Soundtrack

Executive Producer
Music Supervisor
Music Manager

Nile Rodgers
Melinda Gedman
Stephen Hughes

Music

Rob Warren
Lemon Cello Music

Writing and Voice Direction

Brian Kahn
David Pitlik

Voice Recording

ThirdPath Creative

Voice Actors

Steve Carell
Max Koch
Maureen Lovejoy
Stefanie Kahn
Katarzyna Putin
Robert Beckwith
Brian Kahn
Jackie Maruschak
Christine Ash
James Robey

Motion Capture Services

Perspective Studios

SIMON & SCHUSTER INTERACTIVE

President/Publisher

Gilles Dana

Vice President/Creative Director

Jeff Siegel

Executive Producer

Diane Strack

Senior Producer

Bill Mooney

Associate Producer

Jo-el Rainey

Vice President of Sales, Marketing
& Business Development

Peter von Schlossberg

Marketing Services Manager

Ellen Goldberg

Publicity Director

Peter Binazeski

Director of Sales & Licensing

Christina Kuzma

Online Marketing Manager

Stephen Hughes

Art Director

David S. Rheinhardt

Senior Designer

Stephen A. Ganade

Business Manager

John Crowe

Director of Financial Planning
& Analysis

Jeff Hookey

Production Manager

Meng Meng Lim

The Team at @ SSI

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Randy Linch
Brandon Valdez
Cyra Talton
Michael Caradonna

ABSOLUTE QUALITY, INC.

QA Manager

Calvin Grove

Lead Testers

Matt Kutrik
John Kuhn

Testers

Chris 'T-Bag' Baguley
Kevin Cunningham
Justin Durlawanger
John Harold
Tom Herritt
Tim Lamb
Kevin Kauffman
Chris 'Mick' McMahon
Greg Wickham

Thanks to

Eva Lurie
Dave Watkins
Scott Berfield
Clinton Fowler
All the fine folks at Microsoft

SOUNDTRACK

Get It On (Performed by Diffuser)

Written by Tomas Costanza

Published by Happiness Is All The Rage Music (ASCAP)

Produced, Recorded and Mixed by Mark Trombino

Courtesy of Hollywood Records. © 2003 Hollywood Records, Inc

I Wonder (Performed by Diffuser)

Written by Tomas Costanza

Published by Happiness Is All The Rage Music (ASCAP)

Produced, Recorded and Mixed by Mark Trombino

Courtesy of Hollywood Records. © 2003 Hollywood Records, Inc

Scream and Shout (Performed by The Exit)

Written by Ben Brewer, Gunnar, Jeff Darosa (ASCAP)

Produced by Daniel Rey

Courtesy of Some Records © 2002

www.theexitrock.com

Radiation Suit and Now or Never (Performed by Hot Rod Circuit)

All songs © 2001 Hot Rod Circuit (SeSAC)

Hot Rod Circuit is:

Andy Jackson vocals, guitar

Casey Prestwood guitar, pedal steel

Jason Russell bass, vocals, piano

Michael Poorman drums

Produced by Brian McTernan and HRC

Engineered and Mixed by Brian McTernan

@ Salad Day Studios in Beltsville, MD

Mastered by Don C. Tyler @ Precision Mastering

Www.hotrod-circuit.com

earthtohrc@hotmail.com

Speed Kills (Performed by The Carnies Deluxe)

All songs written and produced by The Carnies Deluxe

© 2000 Dish Rag Publishing (ASCAP)

Courtesy of Fruity Satan Records

www.fruitysatan.com

Feel This (Performed by Dj Ashba)

Written by Dj Ashba (ASCAP) Chromebone Music

© 2003 Dj Ashba

www.djashba.com

Who I Am (Performed by Dj Ashba)

Written by Dj Ashba (ASCAP) Chromebone Music

© 2003 Dj Ashba

www.djashba.com

Put Some Weight On It (Performed by D.S.U.)

Written by Derek Manley, Keith Hamilton (ASCAP) B&R Music

Boomboyyah Publishing

© 2003 Buck-N-Run Music

Courtesy of Buck-N-Run Music

Hustlerz Inc. (Baller's) (Performed by Warrior)

Written by W. Khan, Syckle Cell, M. Reese, A. Towbin

Produced by Allen Towbin, M. Reese

Featuring Syckle Cell

© 2003 OHM Music & Film Works

Club Hoppin (Bounce) (Performed by Warrior)

Written by W. Khan, M. Reese, A. Towbin

Produced by Allen Towbin, Lorelei McBroom

Co-Produced by Lorelei McBroom

© 2003 OHM Music & Film Works

Punk Rock Girl (Performed by Off By One)

Written by J. Bishop, M. Gould, T. Easter, G. Brownwood (BMI)

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On My Way (Performed by Off By One)

Written by J. Bishop, M. Gould, T. Easter, G. Brownwood (BMI)

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Have Arrived (Performed by Cathy Ann)

Engineered & Produced by Bumblefoot

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The One Thing (Performed by Waterdown)

Written by Bischoff, Rieser, Waterdown

© 2001 Victory Records

Courtesy of Victory Records

Picketline (Performed by Waterdown)

Written by Bischoff, Rieser, Waterdown

© 2001 Victory Records

Courtesy of Victory Records

Meat (Performed by Bumblefoot)

Written by Ron Thal/ Neanderthal Noise Inc. (ASCAP)

Engineered & Produced by Bumblefoot

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Popstars Love This (Performed by Snow Dogs)

Written by Snow Dogs

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Hour of Sunshine (Performed by Snow Dogs)

Written by Snow Dogs

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Yakisoba (Performed by Avoid One Thing)

Written by J. Gittleman NOW YOU FLEAS MUSIC (ASCAP)

© 2002 Side One Dummy Records

Courtesy of Side One Dummy Records

Bright Lights, Big City (Performed by Madcap)

Written by A. Gonzalez, L. LeBaigue, J. Margolis, J. Mastantuono

© 2002 Madcap Partners Administered by Bob-A-Lew Songs (ASCAP)

Courtesy of Side One Dummy Records

Life is Good (Performed by Junk)

Written by Lloyd Neal

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